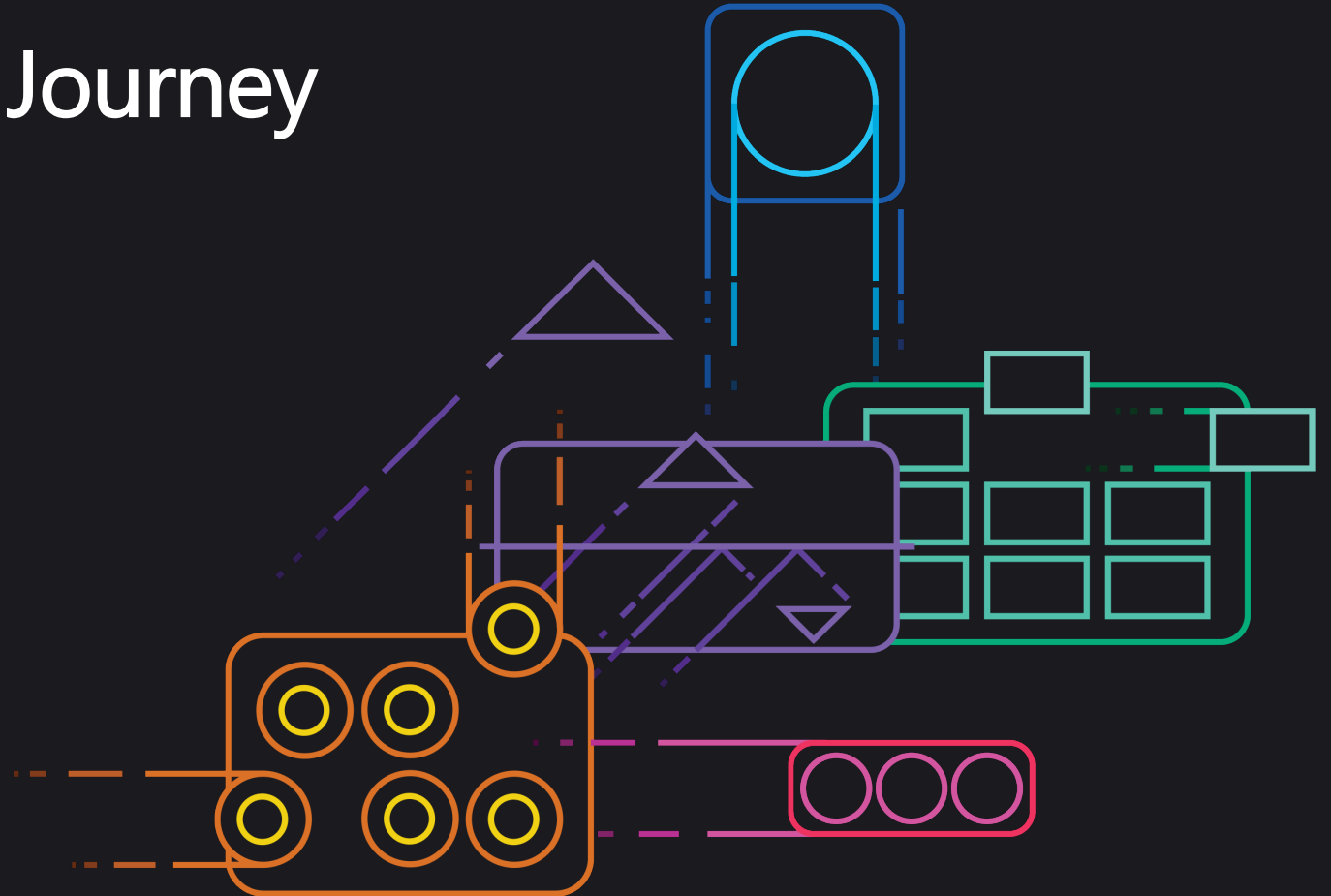


# The Microsoft DevOps Journey so far...

Sasha Rosenbaum  
@DivineOps





Sasha Rosenbaum

Sr. Program Manager

@GitHub

@DivineOps

@DivineOps

And you?



# Why DevOps?

# Every company is becoming a software company

62% of CEOs have an initiative to make their businesses more digital

The Bloomberg logo is centered over a stack of rolled-up newspapers. The newspapers have various headlines and images visible, including the word "sh" and "ea".

Bloomberg

The hulu logo is centered over a background of a sunset or sunrise sky with a silhouette of a bird perched on a utility pole.

hulu

The airbnb logo is centered over a background of a modern hotel lobby with people and a reception desk.

airbnb

The Walmart logo is centered over a background of a grocery store aisle with shelves of bananas and other products.

Walmart ✱

# Software delivery paradox

Speed vs. control



# Effective DevOps

Key practices

Culture

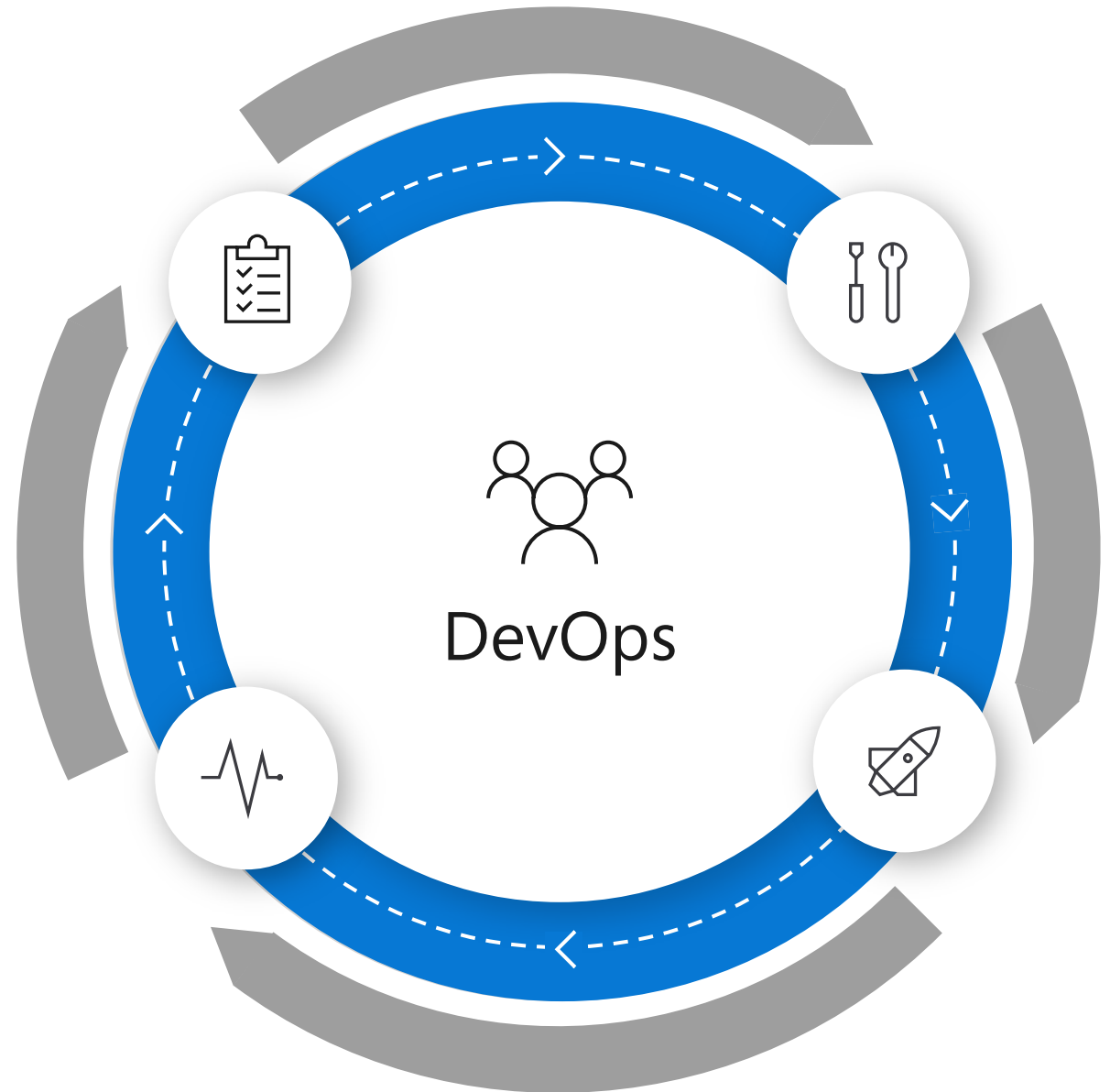
Automation

Lean

Measurement

Sharing

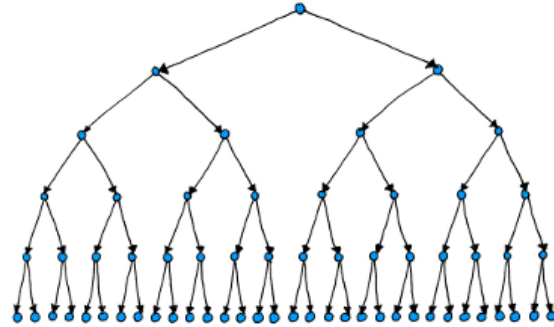
Continuous Improvement



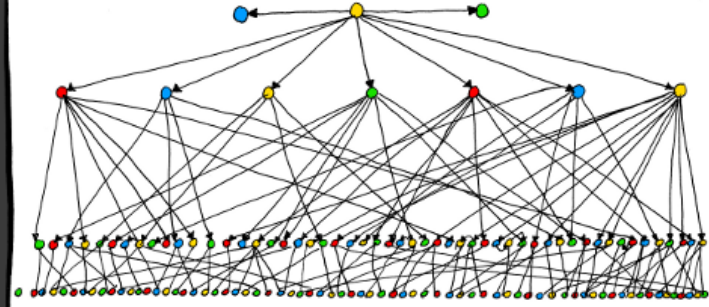
# Why transformation?



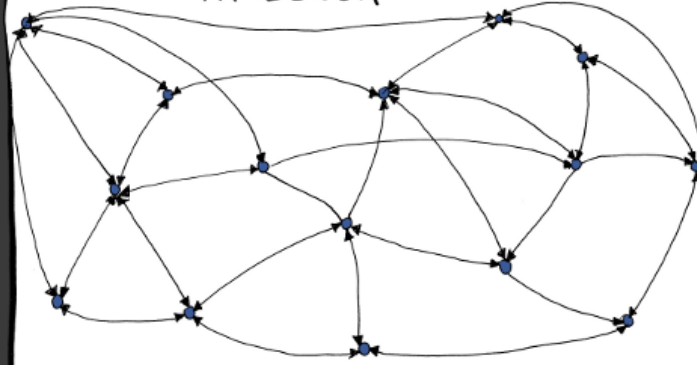
AMAZON



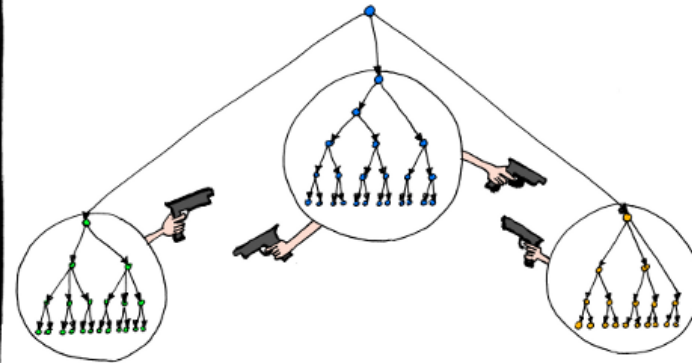
GOOGLE



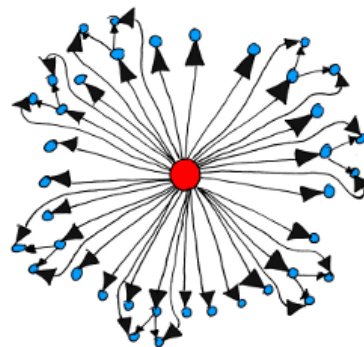
FACEBOOK



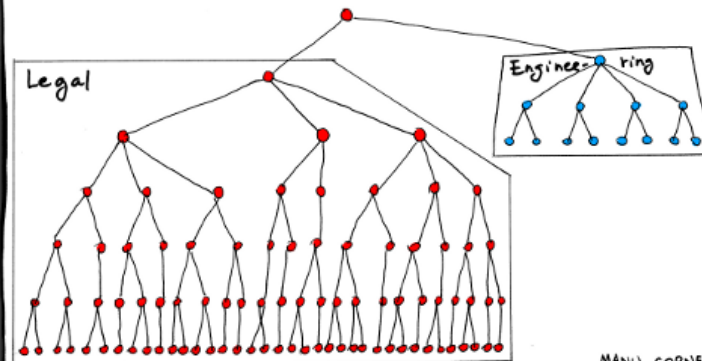
MICROSOFT



APPLE



ORACLE

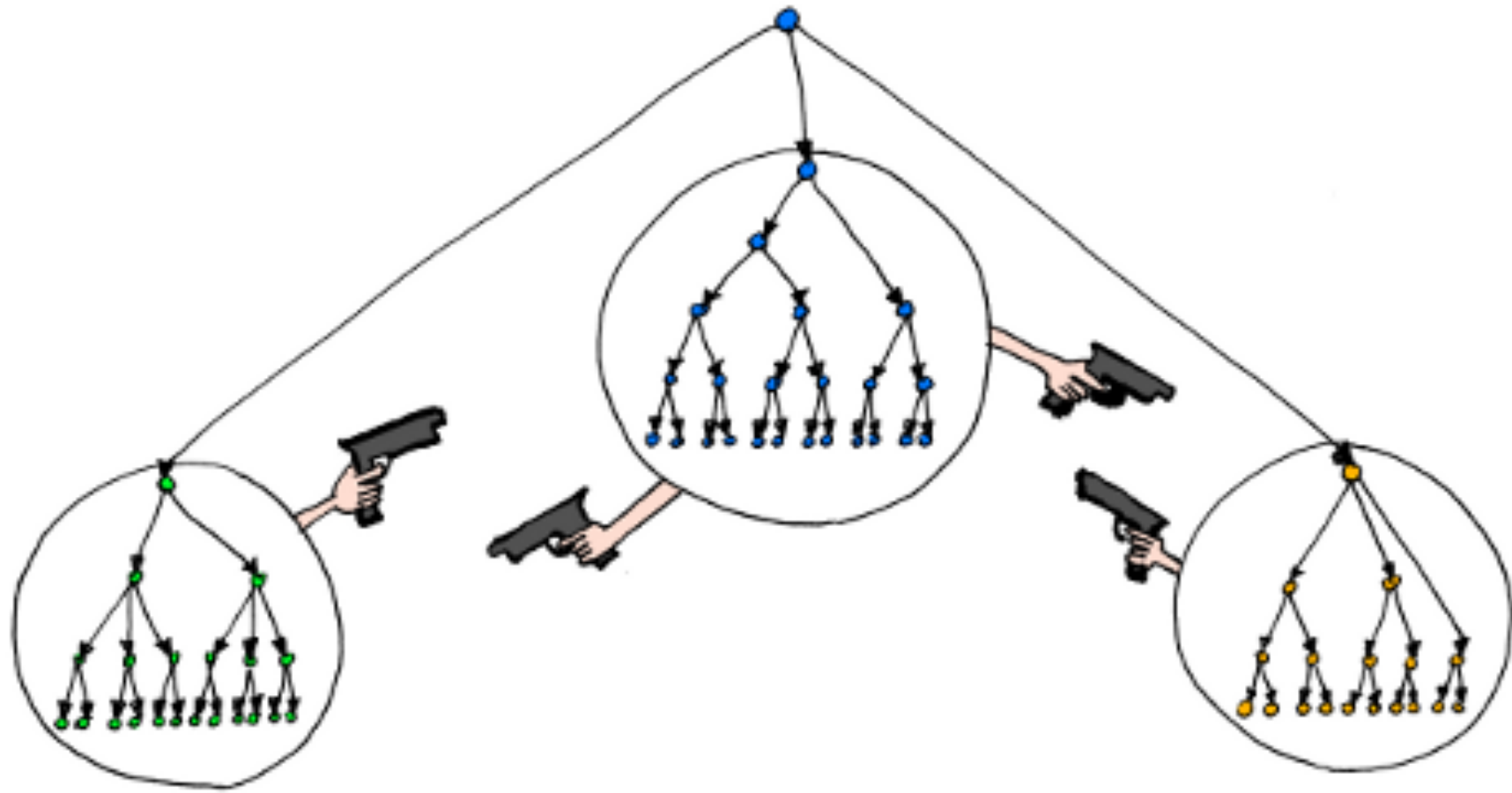


MANU CORNET





MICROSOFT



# 1ES using Azure and GitHub

There cannot be a more important thing for an engineer, for a product team, than to work on the systems that drive our productivity.

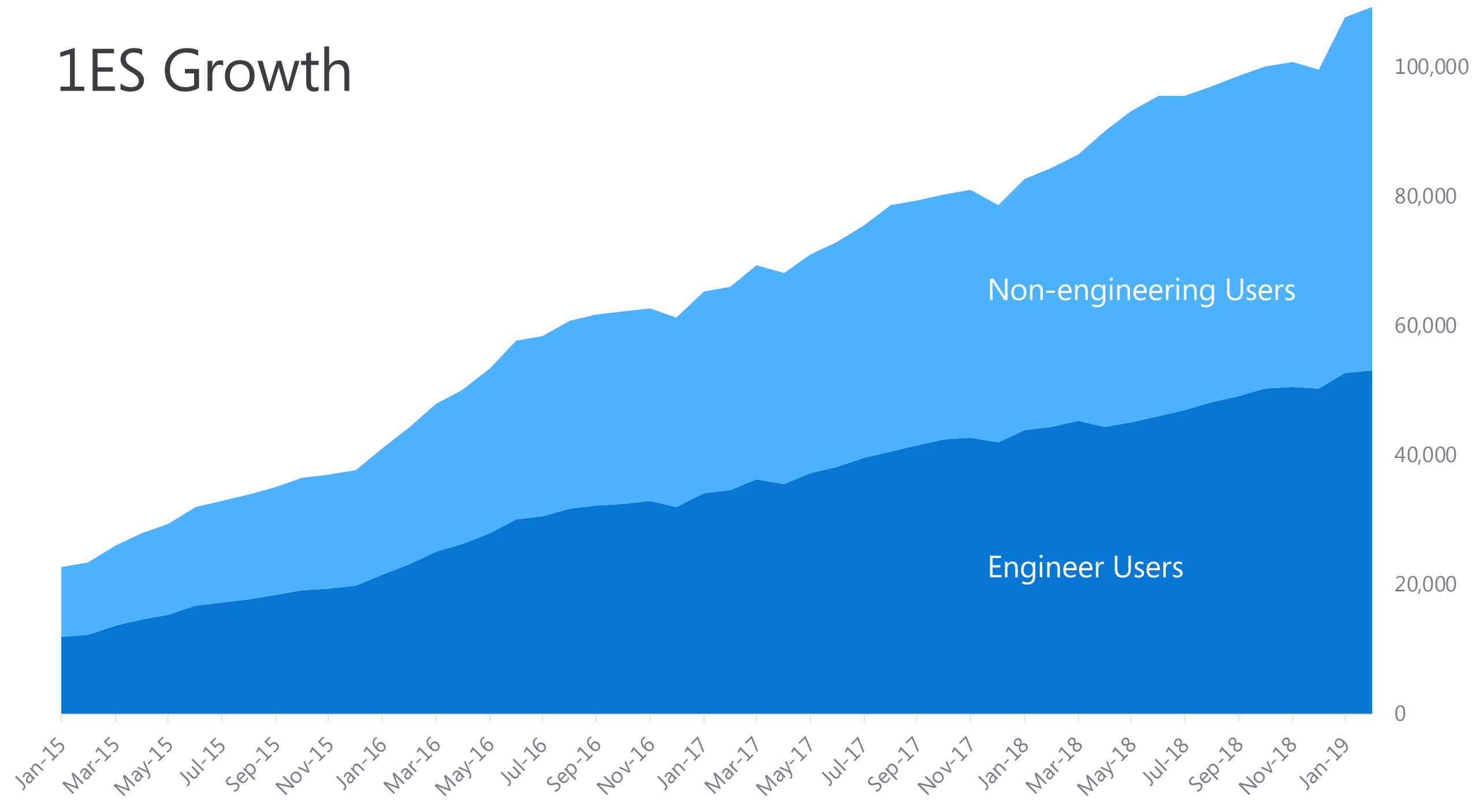
So I would, any day of the week, trade off features for our own productivity.

I want our best engineers to work on our engineering systems, so that we can later on come back and build all of the new concepts we want.

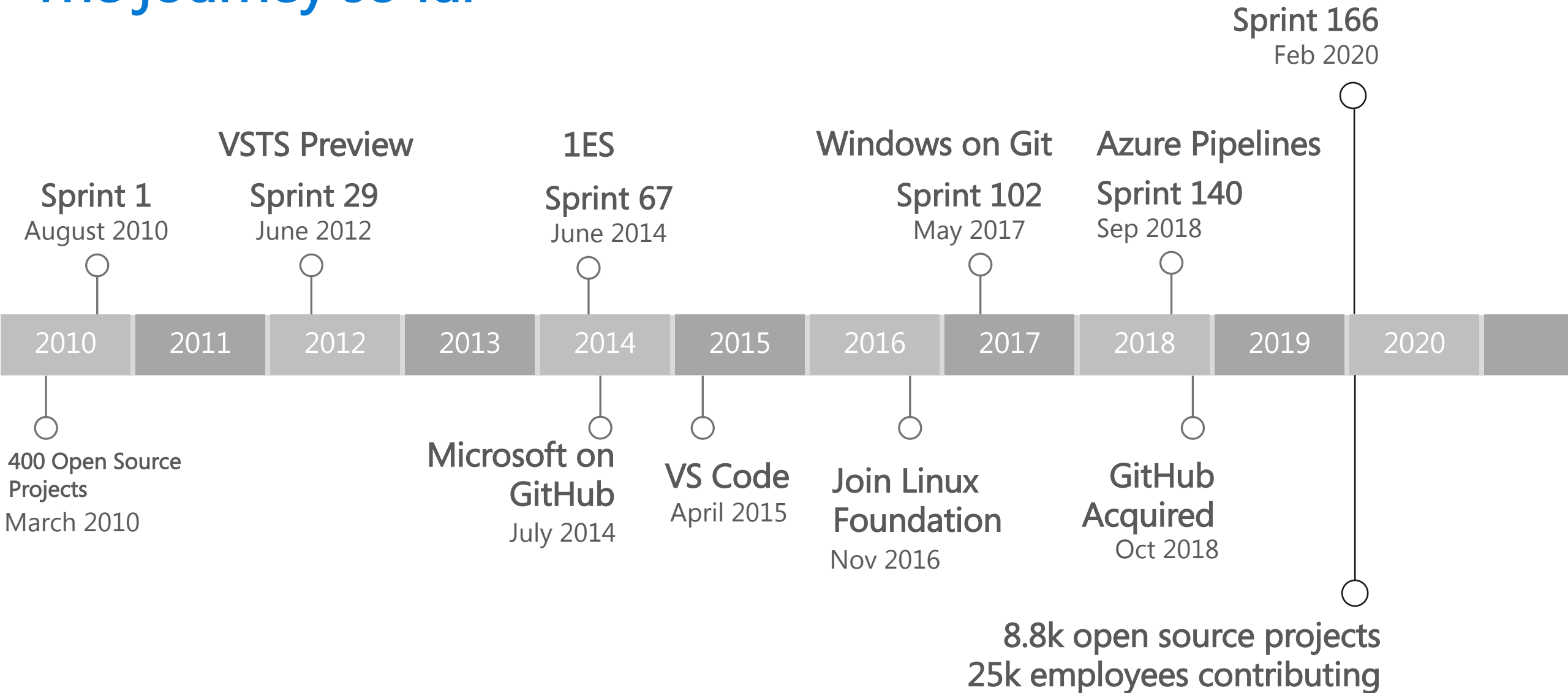
- Satya Nadella



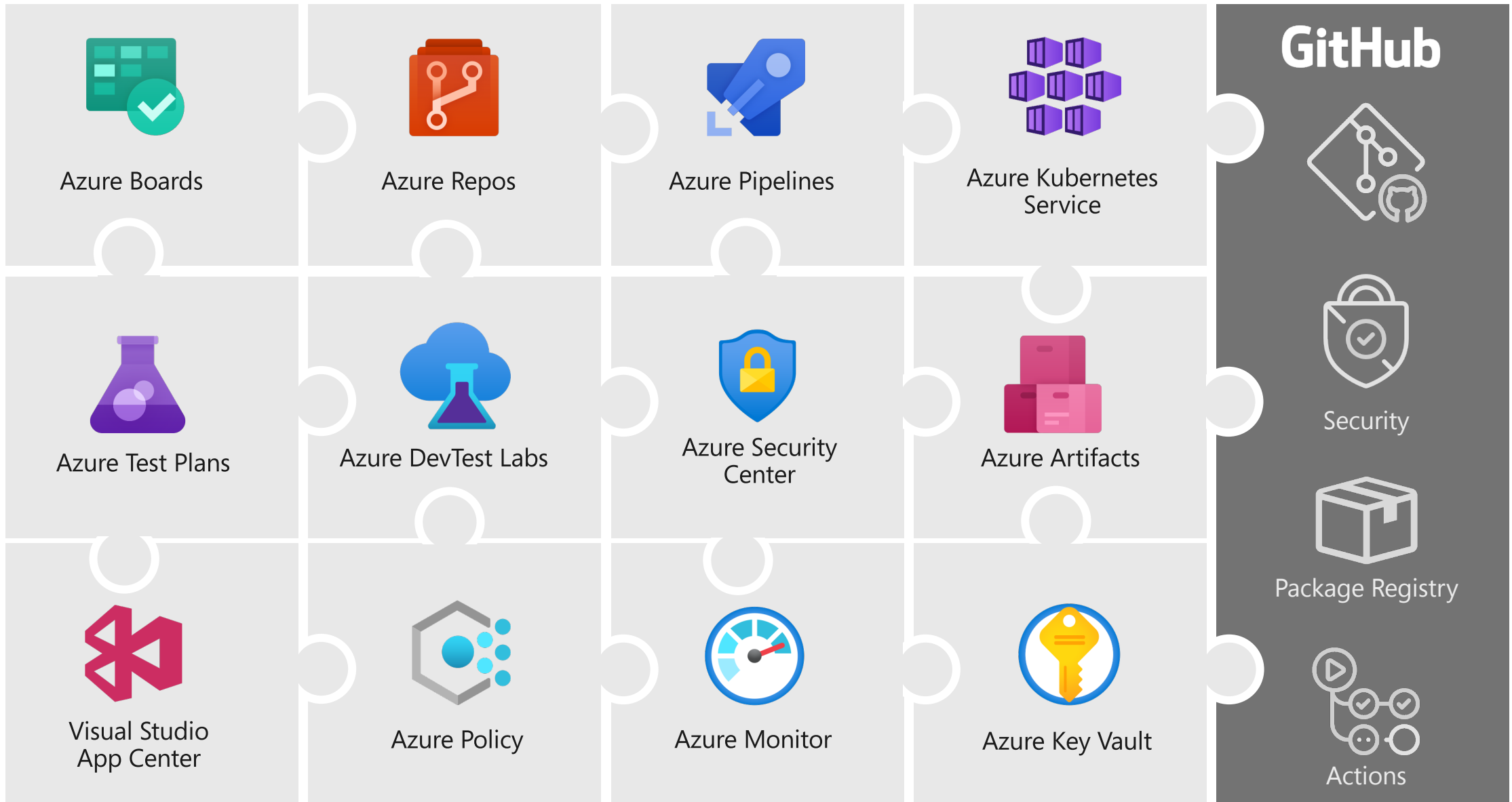
# 1ES Growth



# The journey so far



# Microsoft's DevOps Tooling – enhanced by GitHub



# DevOps at Microsoft

 <https://aka.ms/DevOpsAtMicrosoft>

110k

Active users inside  
Microsoft

4.6m

Builds per month

28k

Work items  
created per day

2.4m

Private Git commits per  
month

8.8k

Open Source repos on  
GitHub

25k

Employees contributing  
to open source

82,000

Deployments per day





107,000  
Engineers in Microsoft  
working with 1ES

One second per day is like  
adding

3.7 More people to  
Microsoft

One minute per day is like  
adding

163 More people to  
Microsoft

One hour per day is like  
adding

\$2.7B  
per year

# What did we learn?

# Shipping is a feature!

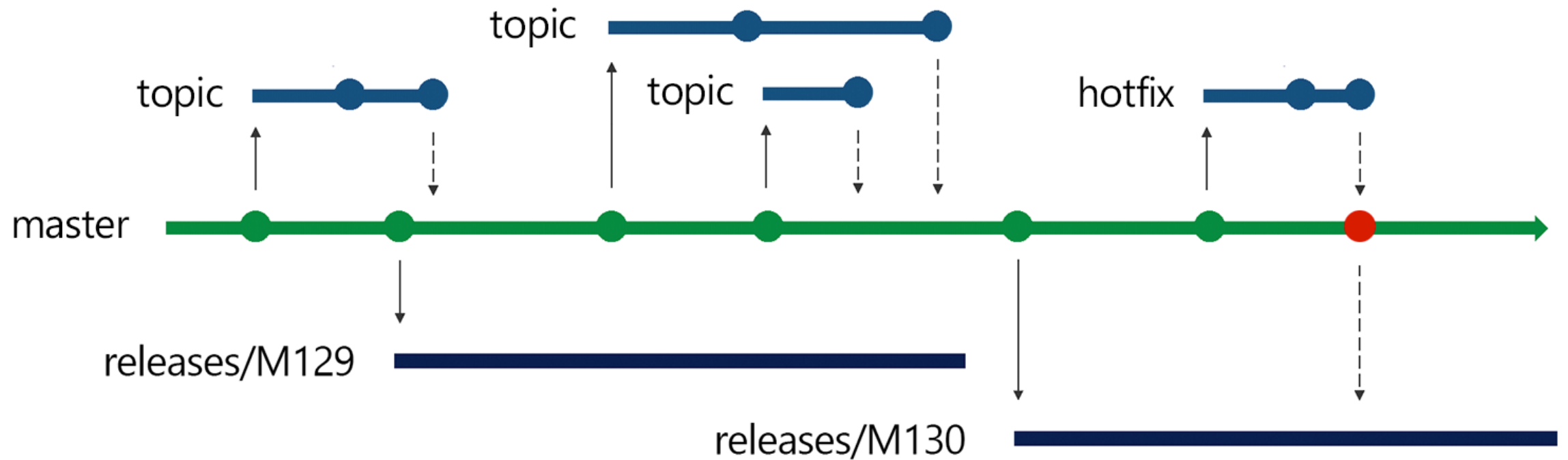
# Our Definition of Done

Live in production,  
collecting telemetry  
supporting or  
diminishing the  
starting hypothesis.



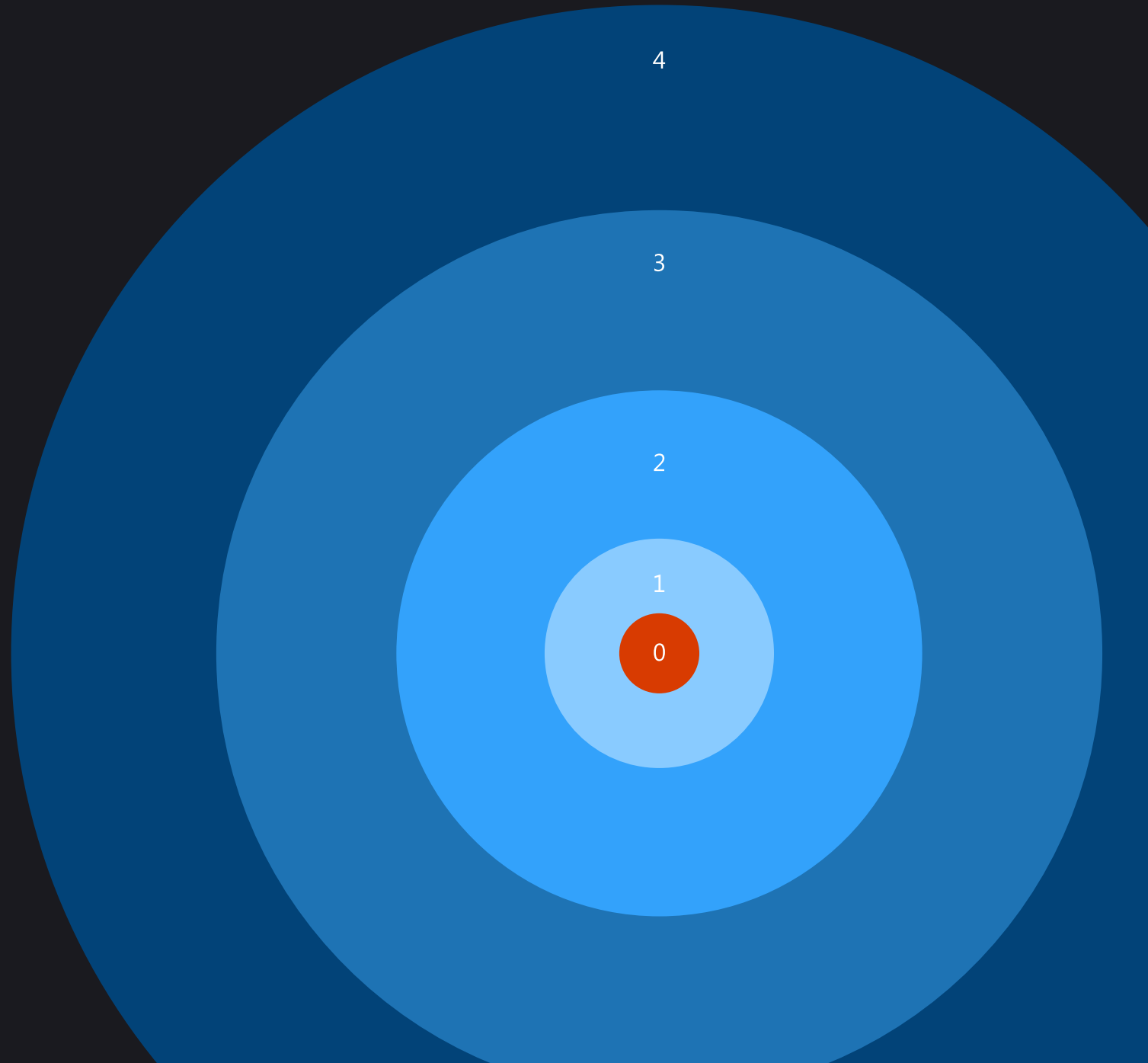
# Release Flow

Using Trunk Based Development to avoid Merge Hell



Your aim won't  
be perfect.

Control the  
blast radius.





# Tracking Deployments to Production (5 Rings)



1. Canary (internal users)
2. Smallest external data center
3. Largest external data center
4. International data centers
5. Everyone



**Tony Thomas** Yesterday 13:08  
DeeDee queue TFS M158 to Rings 0-5

▼ Collapse all



**AzDeeDee** Yesterday 13:08  
Found [AzureDevOps\\_M158\\_20190925.5](#)

You want to queue [AzureDevOps\\_M158\\_20190925.5](#) for TFS to rings 0 to 5

Is this correct?

Yes

No



**Tony Thomas** Yesterday 13:08  
[AzDeeDee](#) Yes



**AzDeeDee** Yesterday 13:08  
Queueing release

Release queued

← Reply

To: [AzDeeDee](#)

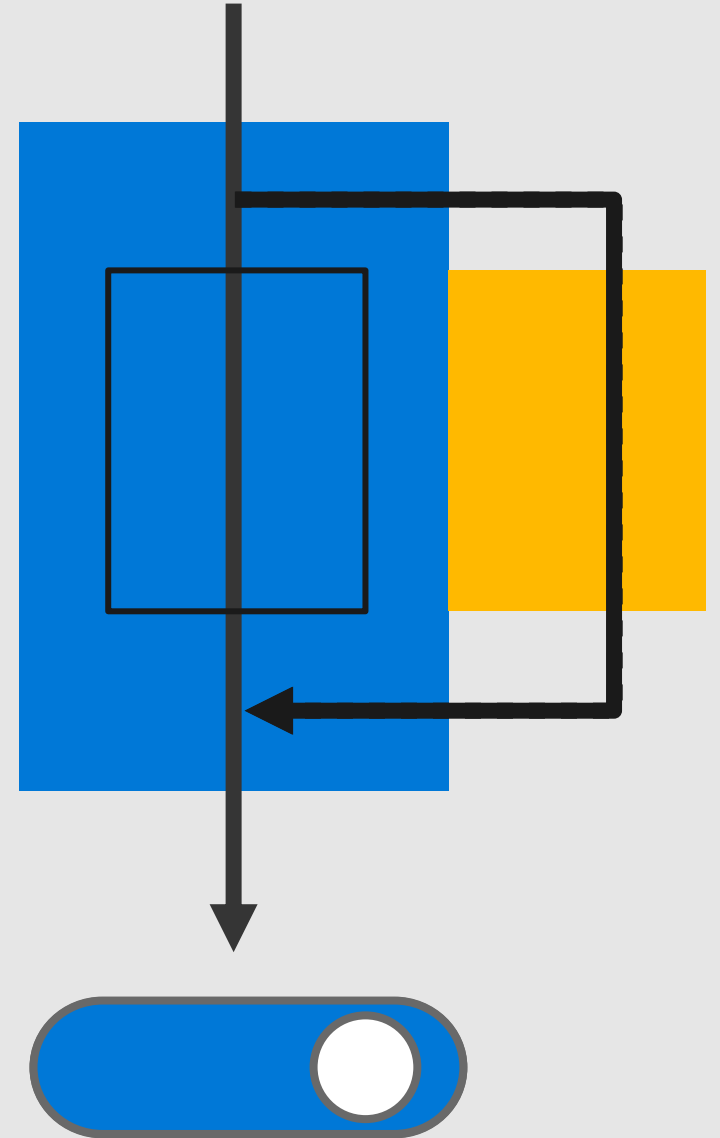
Type a new message

# Do you test in production?

# Everyone tests in production!

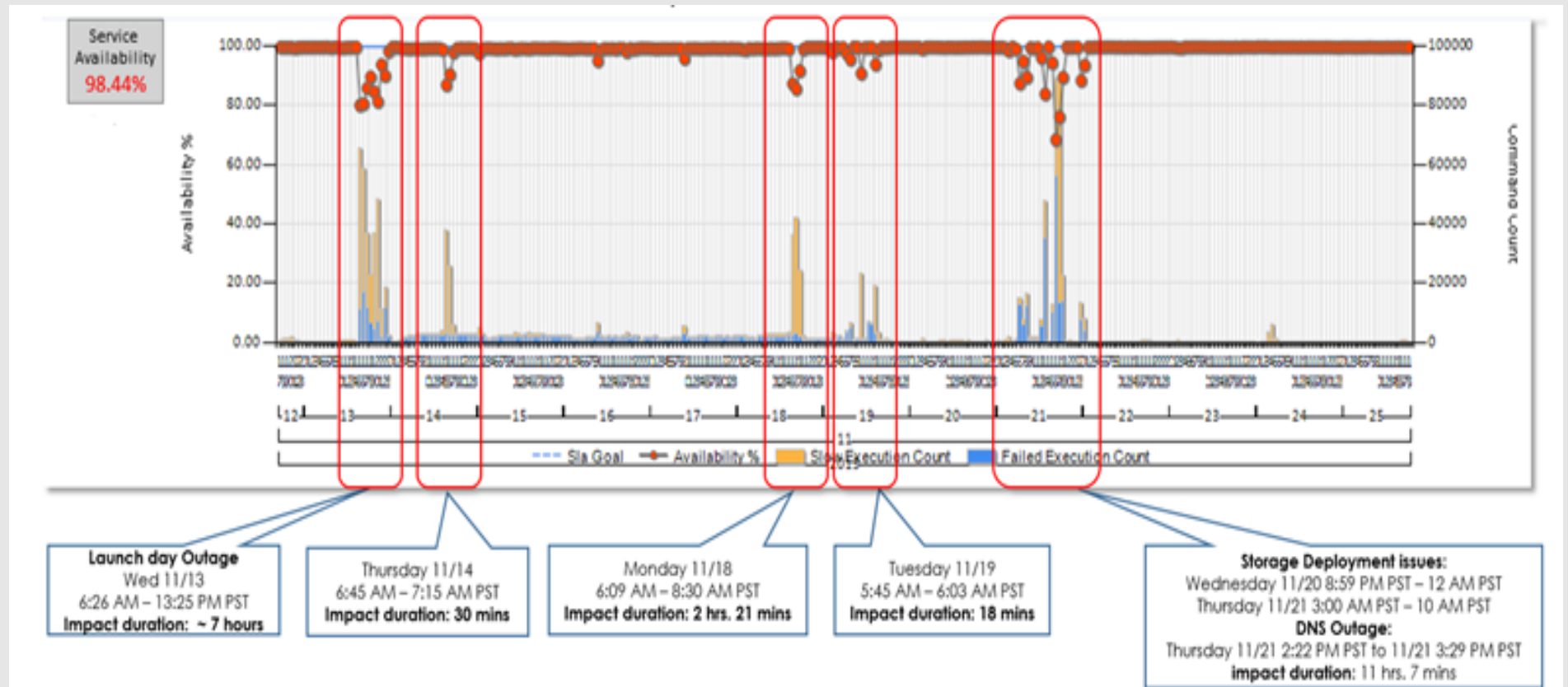
# Feature Flags

- All code is deployed
- Runtime control down to individual user
- Enables dark launch



# Awesome! What could go wrong?

- We turned features on globally just before the keynote...





# Live Site Culture

Live site status  
is always the  
top priority



# Live Site Culture

- Live site status is always the top priority
- Weekly live site review
- Root cause everything
- LSI fixes go into backlog (2 sprint rule)
- Actionable alerts
- Monthly service review
- On-call Designated Responsible Individual (DRI)
- Customer Focused Availability model (SLA)
- Per team / service health reports



# Be Transparent

## A Rough Patch

Brian Harry MS 25 Nov 2013 3:06 PM 10

Either I'm going to get increasingly good at apologizing to fewer and fewer people or we're going to get better at this. I vote for the later.

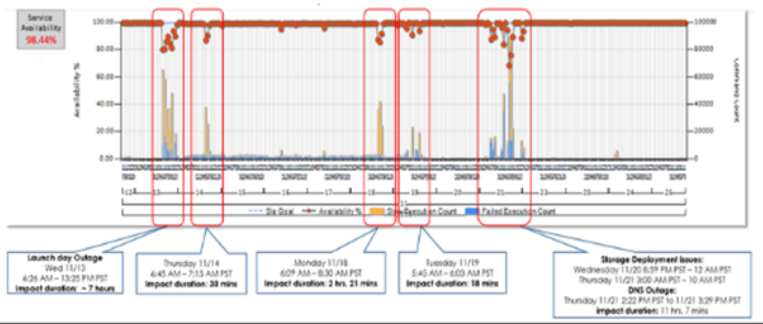
We've had some issues with the service over the past week and a half. I feel terrible about it and I can't apologize enough. It's the biggest incident we've had since the instability created by our service refactoring in the March/April timeframe. I know it's not much consolation but I can assure you that we have taken the issue very seriously and there are a fair number of people on my team who haven't gotten much sleep recently.

The incident started the morning of the Visual Studio 2013 launch when we introduced some significant performance issues with the changes we made. You may not have noticed it by my presentation but for the couple of hours before I was frantically working with the team to restore the service.

At launch, we introduced the commercial terms for the service and enabled people to start paying for usage over the free level. To follow that with a couple of rough weeks is leaving a bad taste in my mouth (and yours too, I'm sure). Although the service is still officially in preview, I think it's reasonable to expect us to do better. So, rather than start off on such a sour note, we are going to extend the "early adopter" program for 1 month giving all existing early adopters an extra month at no charge. We will also add all new paying customers to the early adopter program for the month of December – giving them a full month of use at no charge. Meanwhile we'll be working hard to ensure things run more smoothly.

Hopefully that, at least, demonstrates that we're committed to offering a very reliable service. For the rest of this post, I'm going to walk through all the things that happened and what we learned from them. It's a long read and it's up to you how much of it you want to know.

Here's a picture of our availability graph to save 1,000 words:



## Explanation of July 18th outage

Brian Harry MS 31 Jul 2014 5:58 AM 6

Sorry it took me a week and a half to get to this.

We had the most significant VS Online outage we've had in a while on Friday July 18th. The entire service was unavailable for about 90 minutes. Fortunately it happened during non-peak hours so the number of affected customers was fewer than it might have been but I know that's small consolation to those who were affected.

My main goal from any outage that we have is to learn from it. With that learning, I want to make our service better and also share it so, maybe, other people can avoid similar errors.

### What happened?

The root cause was that a single database in SQL Azure became very slow. I actually don't know why, so I guess it's not really the root cause but, for my purposes, it's close enough. I trust the SQL Azure team chased that part of the root cause – certainly did loop them in on the incident. Databases will, from time to time, get slow and SQL Azure has been pretty good about that over the past year or so.

The scenario was that Visual Studio (the IDE) was calling our "Shared Platform Services" (a common service instance managing things like identity, user profiles, licensing, etc.) to establish a connection to get notified about updates to roaming settings. The Shared Platform Services were calling Azure Service Bus and it was calling the ailing SQL Azure database.

The slow Azure database caused calls to the Shard Platform Services (SPS) to pile up until all threads in the SPS thread pool were consumed, at which point, all calls to TFS eventually got blocked due to dependencies on SPS. The ultimate result was VS Online being down until we manually disabled our connection to Azure Service Bus and the log jam cleared itself up.

There was a lot to learn from this. Some of I already knew, some I hadn't thought about but, regardless of which category it was in, it was a damn interesting/enlightening failure.

**\*\*UPDATE\*\*** Within the first 10 minutes I've been pinged by a couple of people on my team pointing out that people may interpret this as saying the root cause was Azure DB. Actually, the point of my post is that it doesn't matter what the root cause was. Transient failures will happen in a complex service. The interesting thing is that you react to them appropriately. So regardless of what the trigger was, the "root cause" of the outage was that we did not handle a transient failure in a secondary service properly and allowed it to cascade into a total service outage. I'm also told that I may be wrong about what happened in SB/Azure DB. I try to stay away from saying too much about what happens in other services because it's a dangerous thing to do from afar. I'm not going to take the time to go double check and correct any error because, again, it's not relevant to the discussion. The post isn't about the trigger. The post is about how we reacted to the trigger and what we are going to do to handle such situations better in the future.

### Don't let a 'nice to have' feature take down your mission critical ones

I'd say the first and foremost lesson is "Don't let a 'nice to have' feature take down your mission critical ones." There's a notion in services that all services should be loosely coupled and failure tolerant. One service going down should not cause a cascading failure, causing other services to fail but rather only the portion of functionality that absolutely depends on the failing component is unavailable. Services like Google and Bing are great at this. They are composed of dozens or hundreds of services and any single service might be down and you never even notice because most of the experience looks like it always does.

## Visual Studio Team Services is up and running

✓ Everything is looking good

View all [Team Services support options](#)

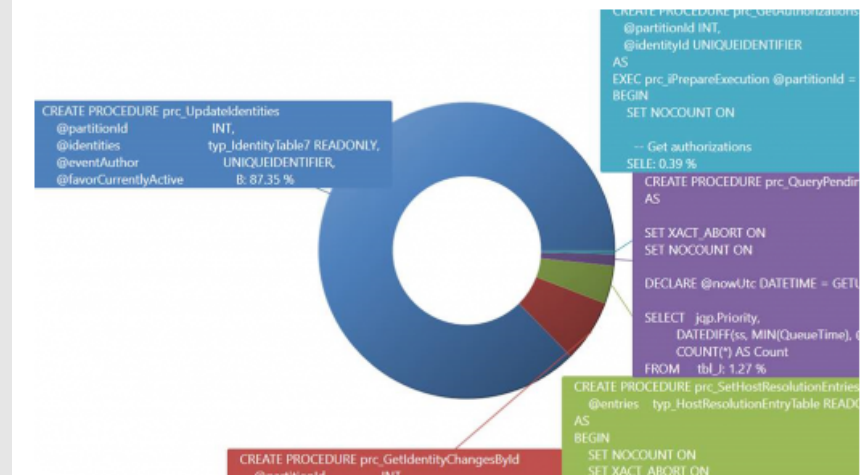
Visit our [service blog](#) for details and history

## A bit more on the Feb 3 and 4 incidents

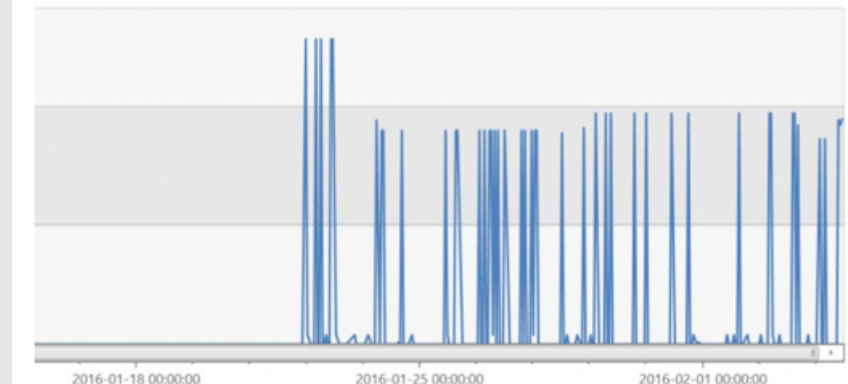
02/06/2016 by Brian Harry MS // 15 Comments

f 0 t 0 in 0

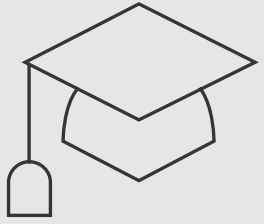
Drilling further by looking at what spocs are waiting on RESOURCE\_SEMAPHORE, we see that prc\_UpdateIdentities dominates. Guess what... That's the spoc that caused this incident.



And now, let's look at a time chart of memory grant requests for this spoc. The huge spikes begin the moment we introduced the change to SQL compat level. This is a fantastic opportunity for automated anomaly detection. There's no reason we can't find this kind of thing long before it creates any actual incident. Getting all of the technology hooked up to make this possible and know which KPIs to watch isn't easy and will take some tuning but all the data is here.



# Iterate over pain



# No such thing as 'partial automation'

"One time" deployment commands in OneNote, email

```
Set-Options “-p 0”
```

Imagine a dozen more steps like that...

And then...someone misses a step halfway through

# Automate completely

- No more “one time” commands run manually
- Pre-production & canary are the same as production every time

mseng / AzureDevOps / Overview / Dashboards

AzureDevOps Team Overview ★ 👤 | ✎ Edit ↺ Refresh


Release Branch Runs - Default

Stages\Builds ...1121.4 ...1121.5 ...1121.6 ...1121.7 ...1121.8 ...1121.9 ...121.10 ...12

Sps.SelfHost	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Sps.Selftest	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.ATDT	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.ATTPC	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.Deploy	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.SelfHost	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.Selftest	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
TfsOnPrem.SelfHost	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
TfsOnPrem.SelfTest	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%

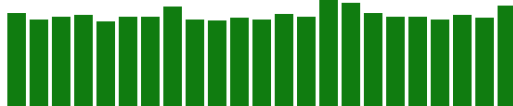
🔗 Branch: refs/heads/releases/M143

VSO.CI



✓ 21/11/2018

VSO.Release.CI



✓ 21/11/2018

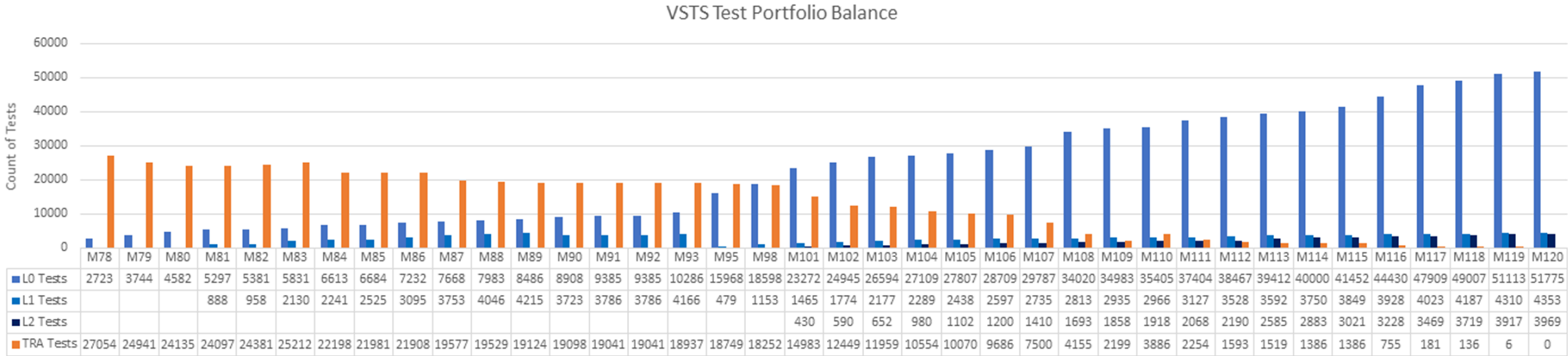
If a process often breaks,  
Do it MORE often

# Shift left quality



# Testing: Shift Left from Integration to Unit

- L0 – Requires only built binaries, no dependencies
- L1 – Adds ability to use SQL and file system  
Run L0 & L1 in the pull request builds
- L2 – Test a service via REST APIs
- L3 – Full environment to test end to end





# Tests Against the Pull Request

✓ #VSO.PR\_20190118.228 Add yaml schema endpoint  
on VSO.PR

1406

1316

1408

1314

1744

2218

2413

2828

Summary Tests Releases Code Coverage Scans

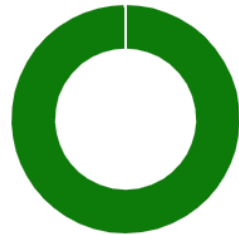
## Summary

2 Run(s) Completed ( 2 Passed, 0 Failed ) [4 unique failing tests in the last 14 days](#)

84,697

Total tests

+84,697



84,697

0

0

● Passed

● Failed

● Others

100%

Pass percentage

↑ 100%

6m 47s

Run duration ⓘ

↑ +6m 47s

326

Tests not reported

Feedback in minutes, before acceptance of PR

# Green Means Green, Red Means Red

## Master Branch Runs

Environments\Builds	...516.12	...516.13	...516.14	...516.15	...516.16	...516.17	...516.18	...516.19	...516.20	...516.21	...516.22	...516.23	...516.24	...516.25	...516.26
Sps.SelfHost.CodeDev	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Sps.SelfHost.VSTS	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Sps.Selftest.CodeDev	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Sps.Selftest.VSTS	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.Deploy	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✗ 50%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✗ 50%	✓ 100%	✓ 100%	✓ 100%	✗ 50%
Tfs.SelfHost.CodeDev	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✗ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.SelfHost.VSTS	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✗ 99.62%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.Selftest.CodeDev	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.Selftest.VSTS	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
TfsOnPrem.SelfHost	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
TfsOnPrem.SelfTest	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%

Only all-green builds get to release

# Autonomy vs alignment

# Team Structure



# ORG CHART



**PROGRAM  
MANAGEMENT**



**DEVELOPMENT**



**TESTING**

# ORG CHART



PROGRAM  
MANAGEMENT

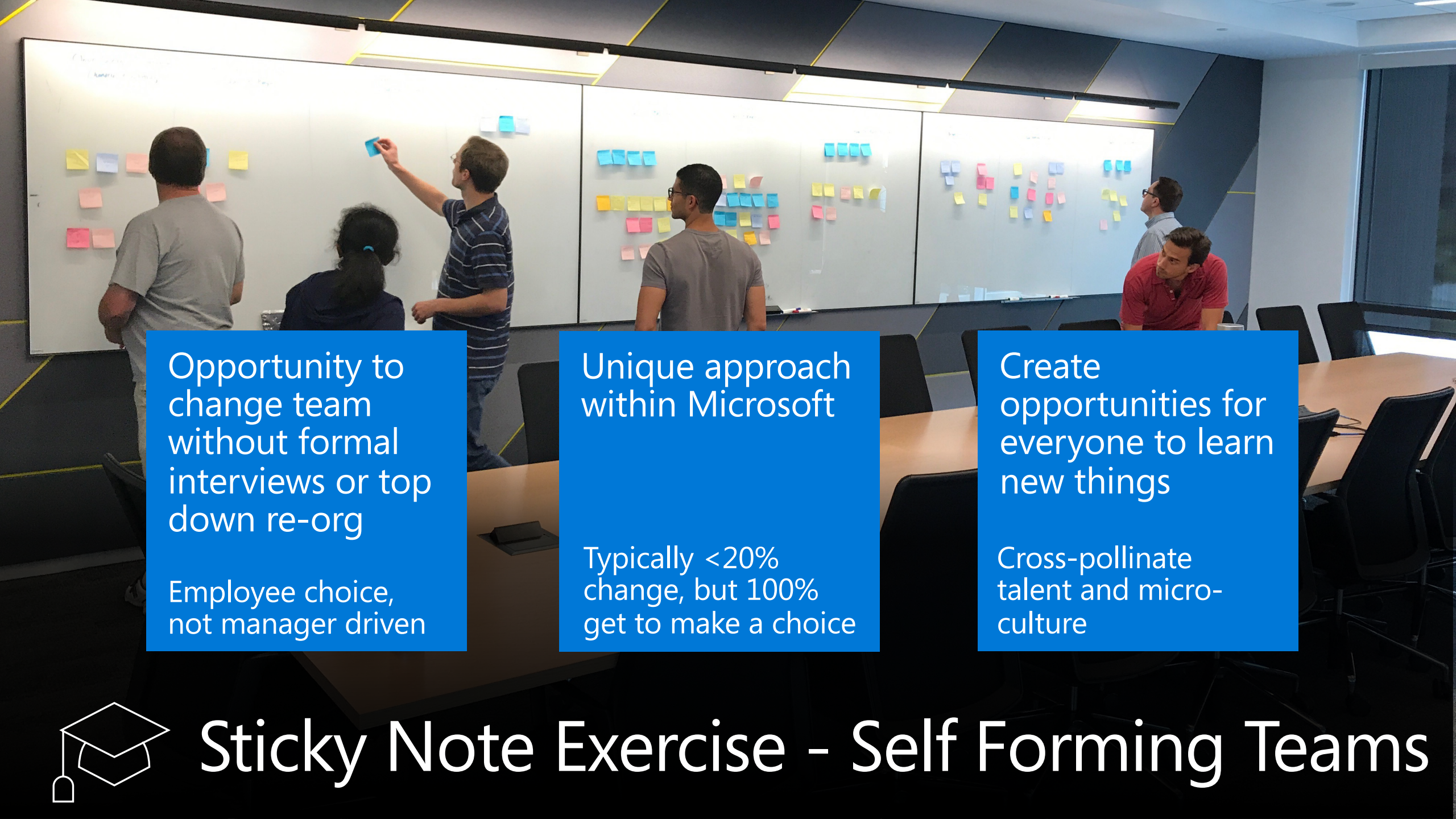


ENGINEERING



OPs





Opportunity to  
change team  
without formal  
interviews or top  
down re-org

Employee choice,  
not manager driven

Unique approach  
within Microsoft

Typically <20%  
change, but 100%  
get to make a choice

Create  
opportunities for  
everyone to learn  
new things

Cross-pollinate  
talent and micro-  
culture



# Sticky Note Exercise - Self Forming Teams

# Measure impact not activity

# Measure what's important (KPI's)

## Usage

- Acquisition
- Engagement
- Satisfaction
- Churn
- Feature Usage

## I2D

- Time to Build
- Time to Self Test
- Time to Deploy
- Time to Learn

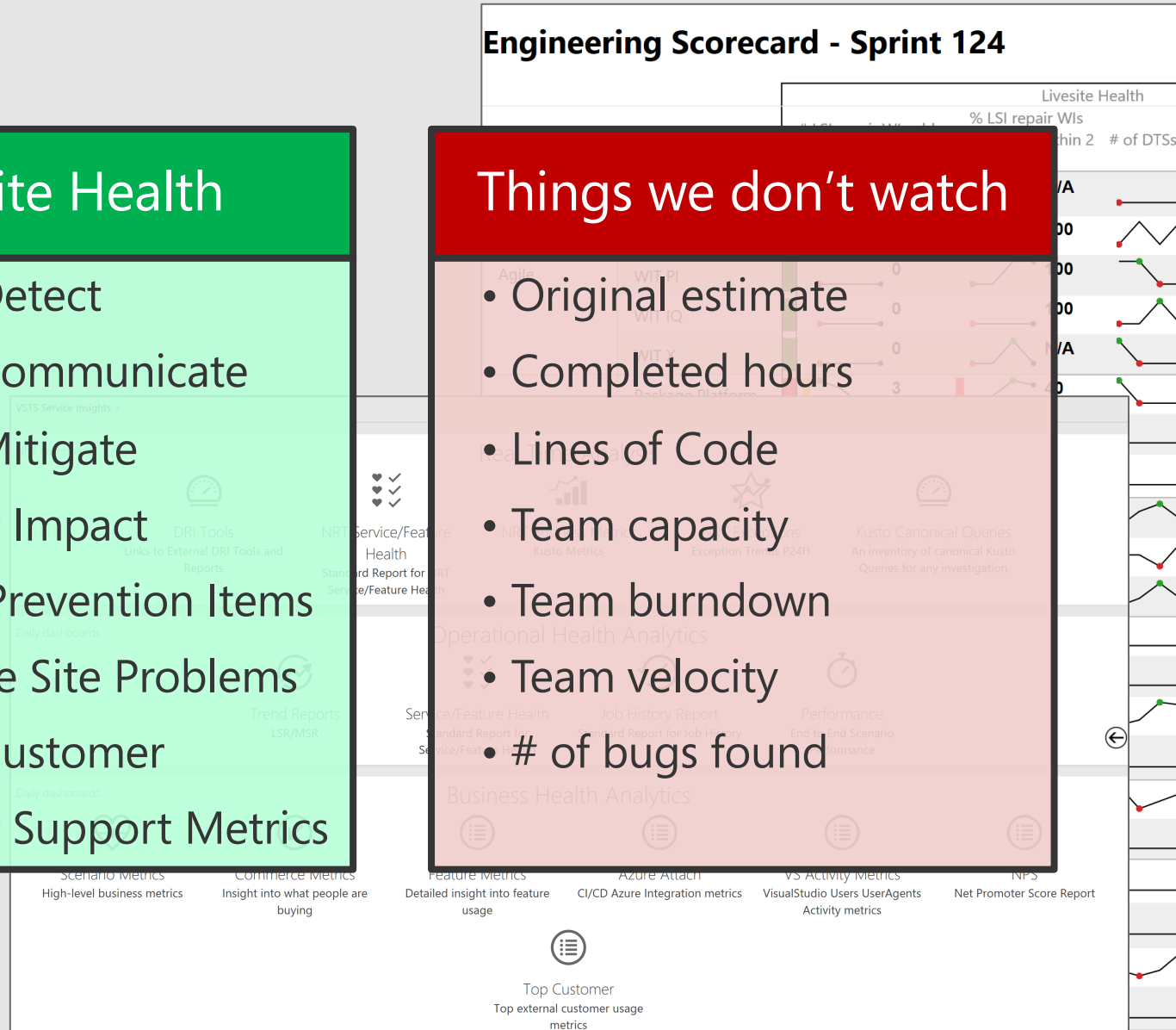
## Live Site Health

- Time to Detect
- Time to Communicate
- Time to Mitigate
- Customer Impact
- Incident Prevention Items
- Aging Live Site Problems
- SLA per Customer
- Customer Support Metrics

## Engineering Scorecard - Sprint 124

## Things we don't watch

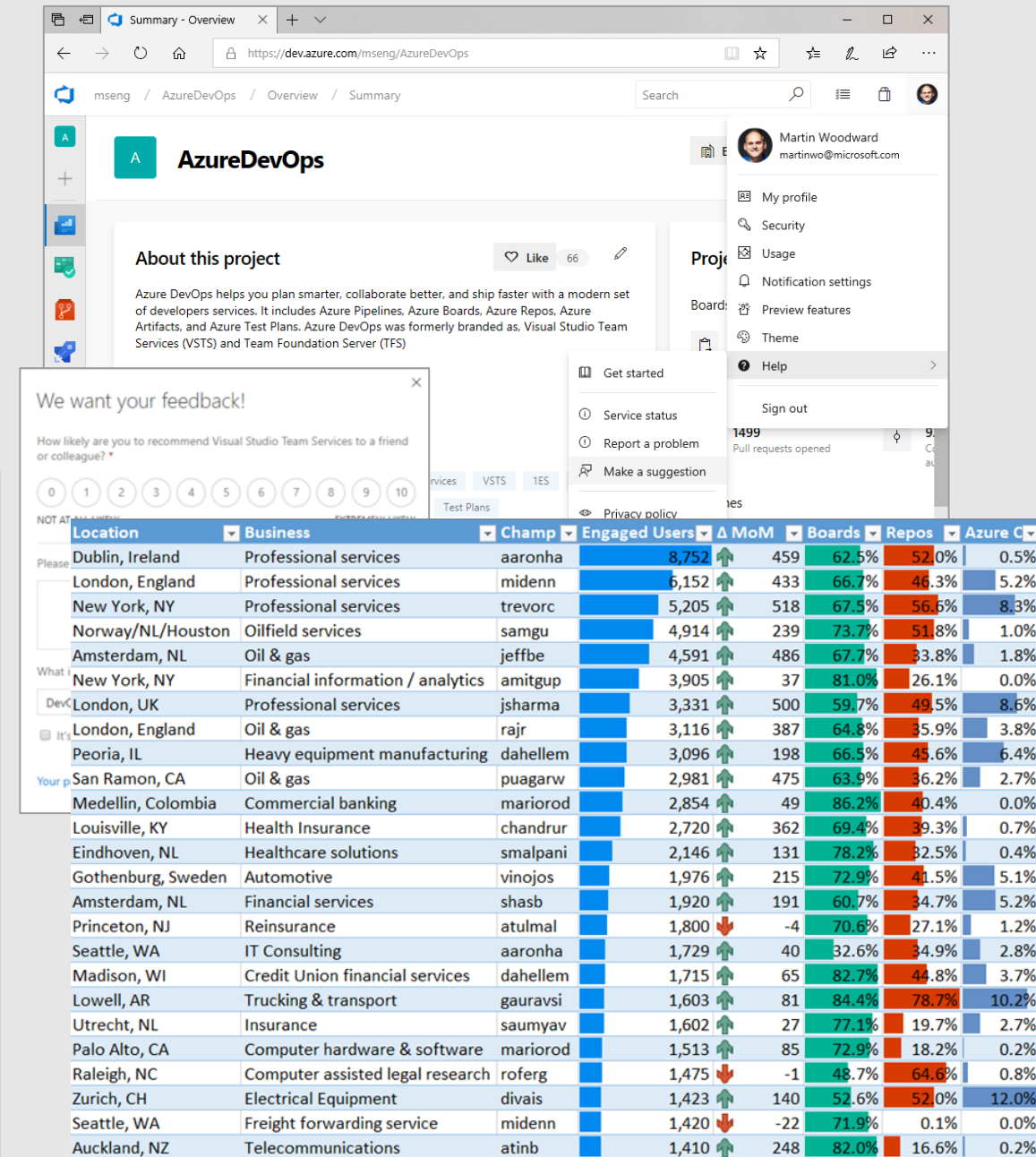
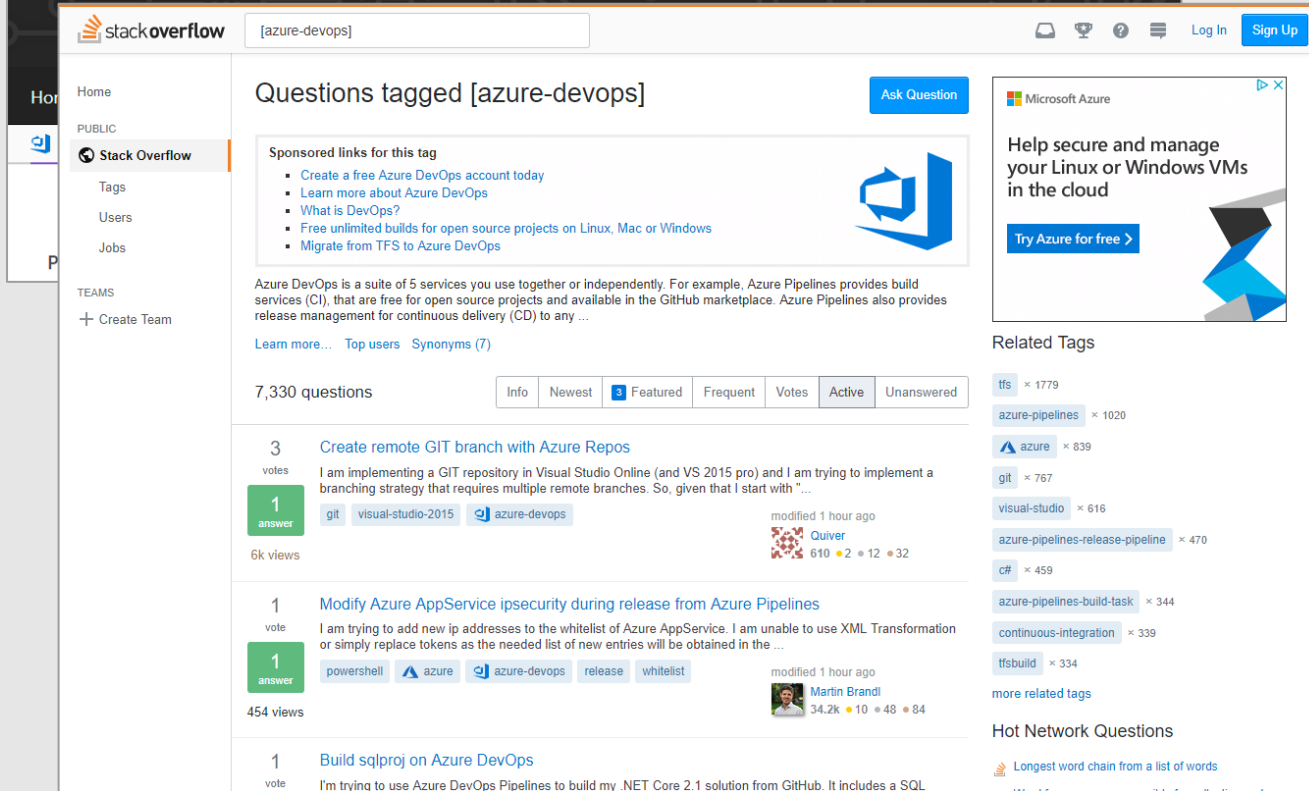
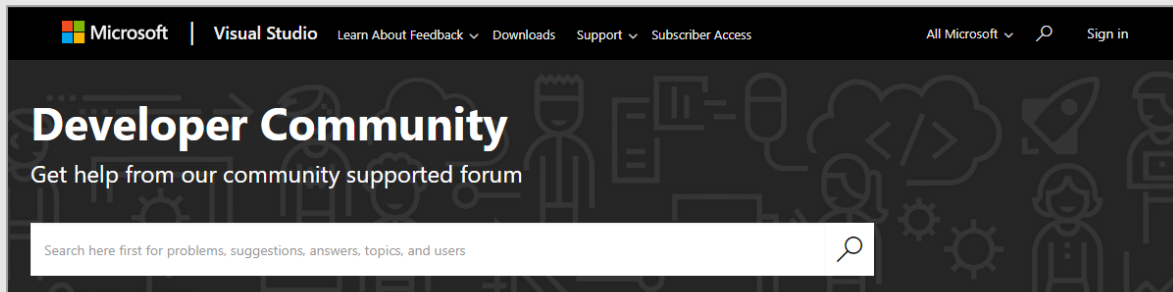
- Original estimate
- Completed hours
- Lines of Code
- Team capacity
- Team burndown
- Team velocity
- # of bugs found



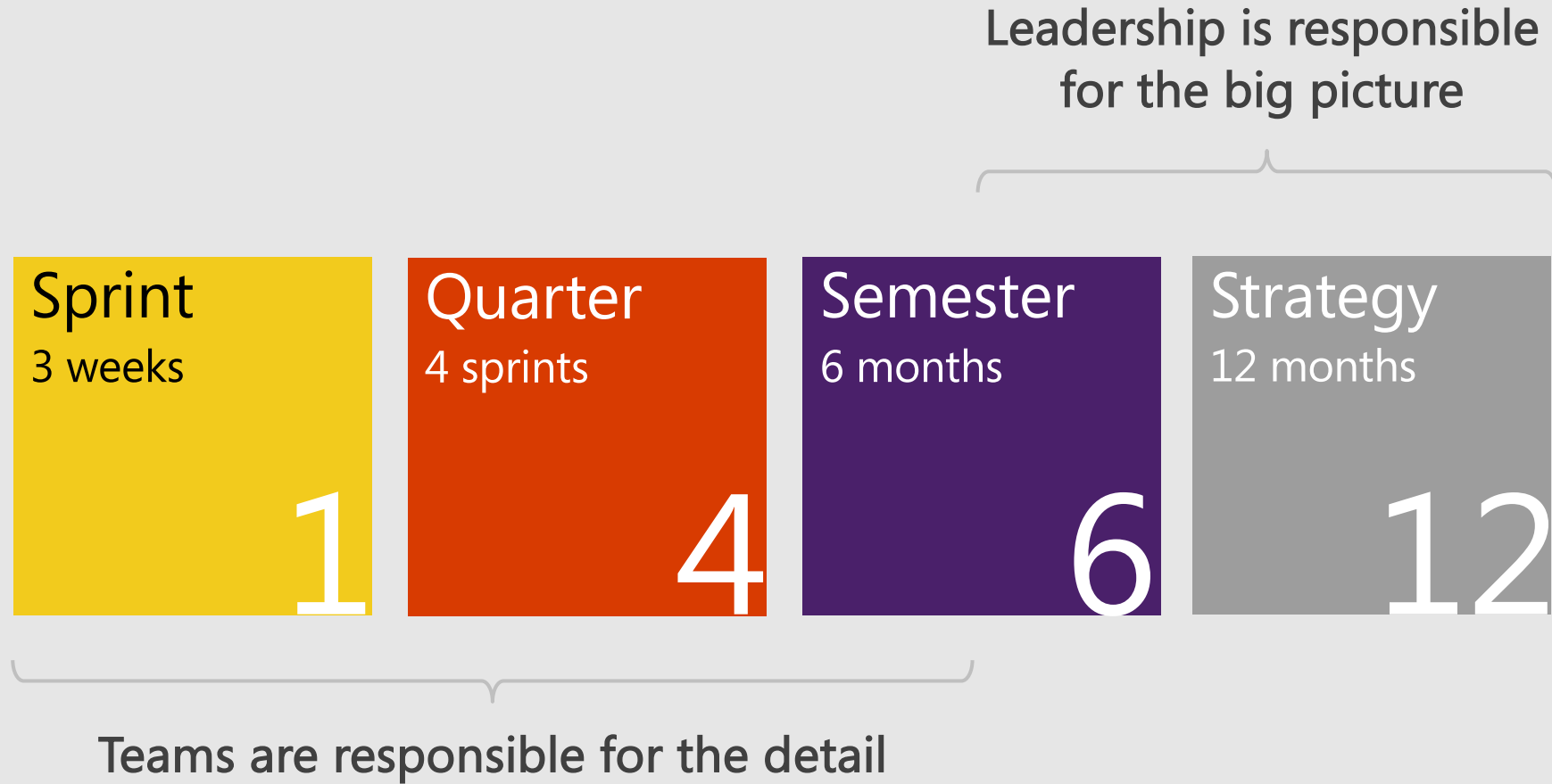


# Listen to our customers

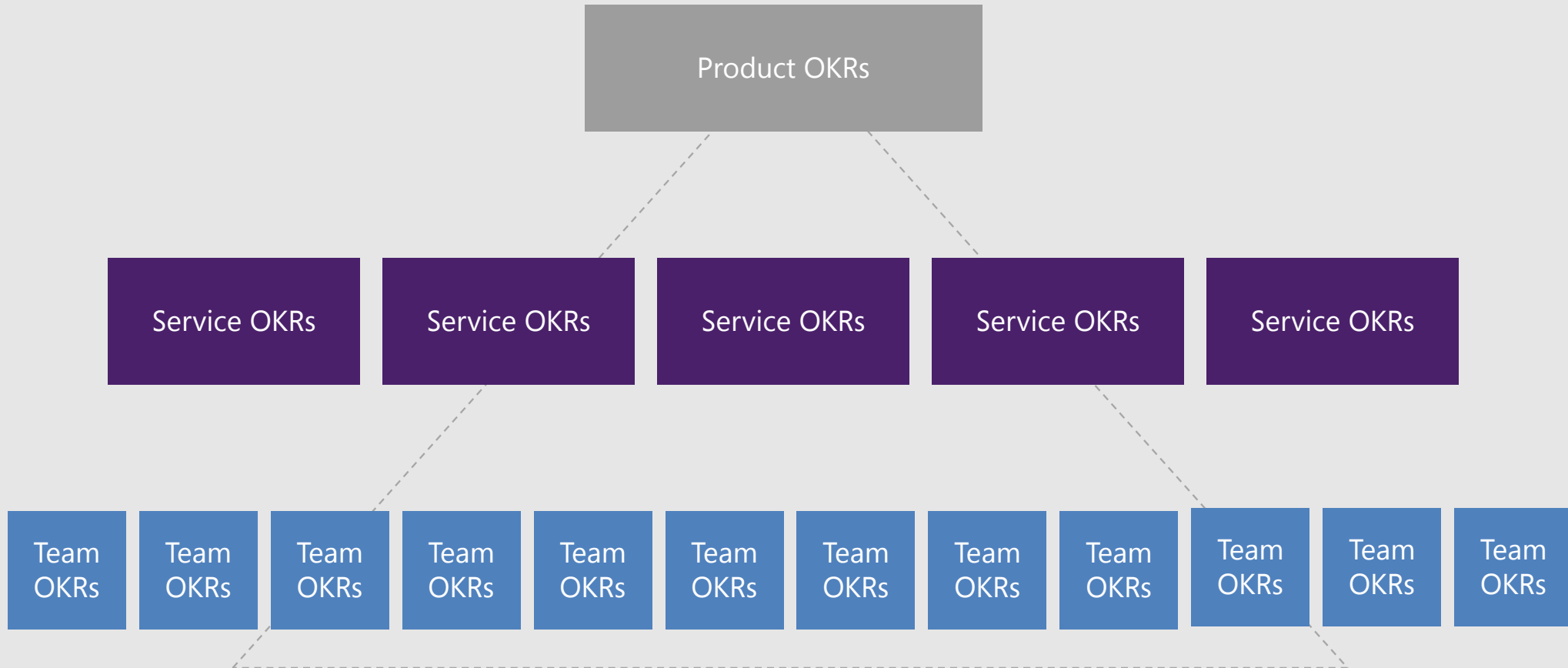
## Quantitatively & Qualitatively



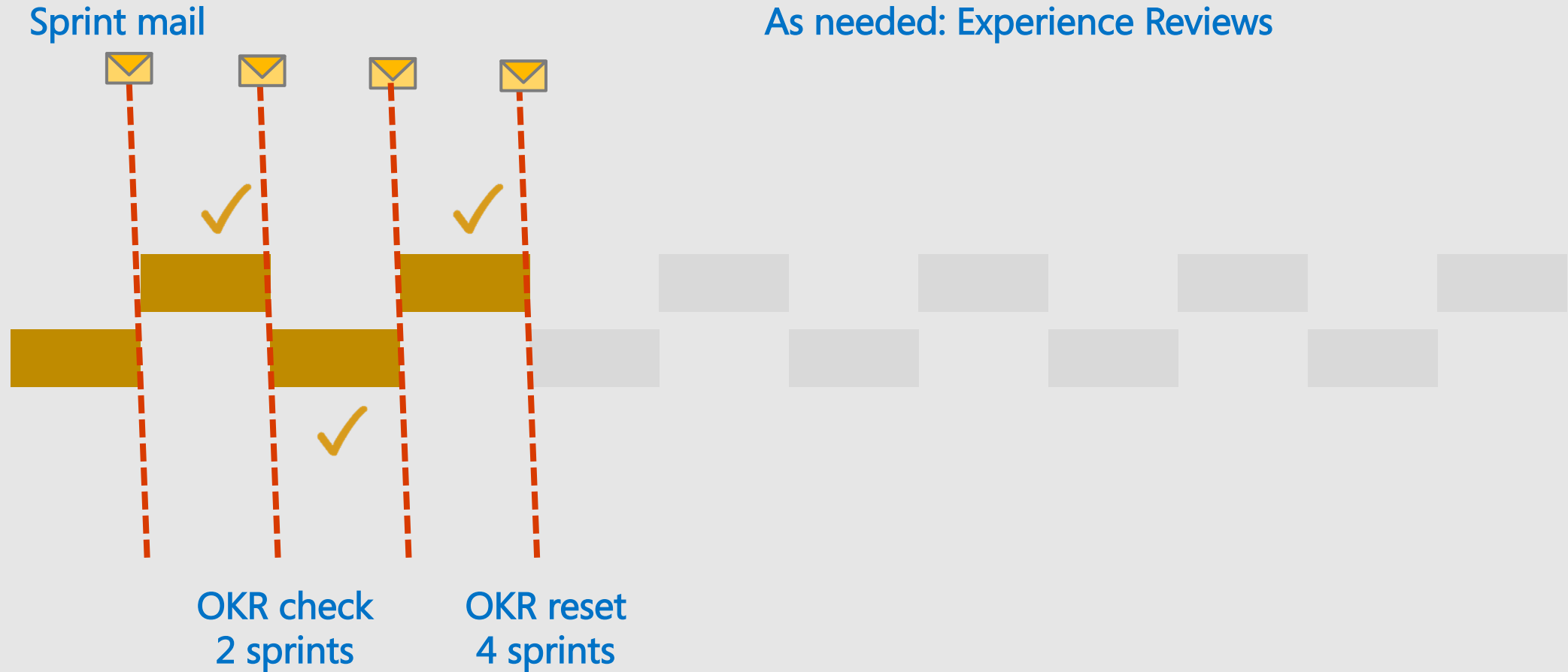
# Planning



# Alignment



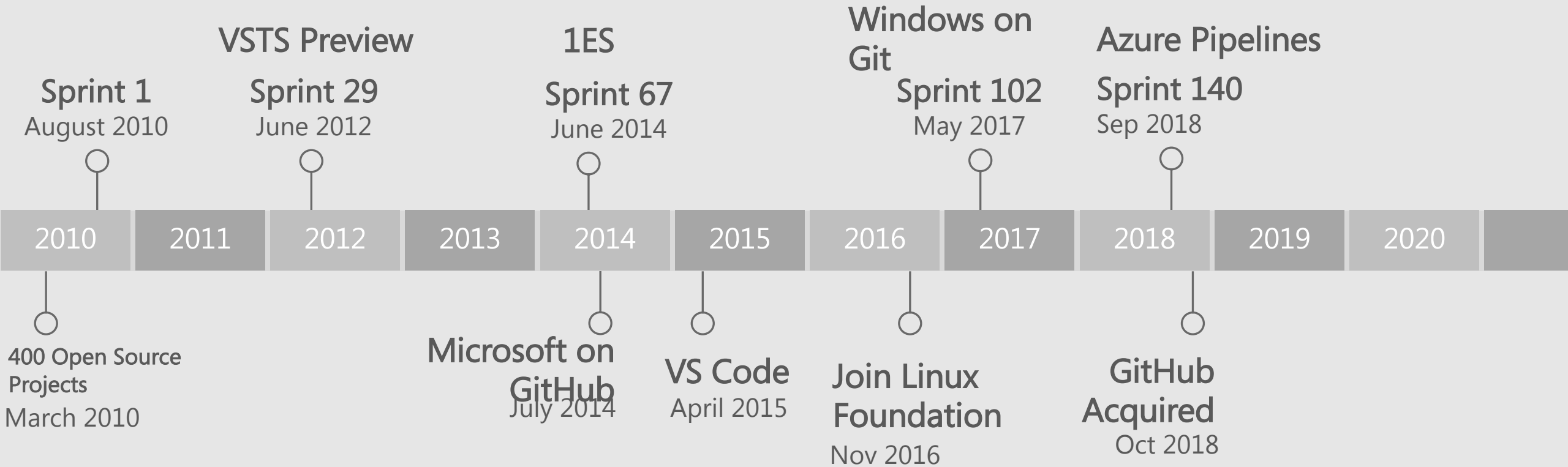
# How do you stay in sync?



# What's next?



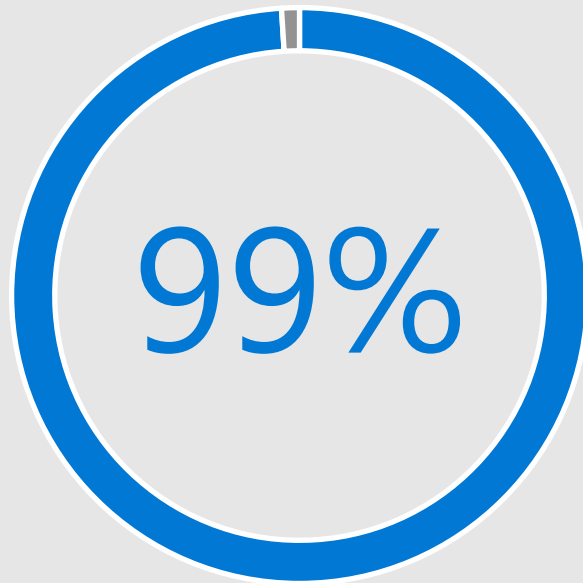
# The journey so far



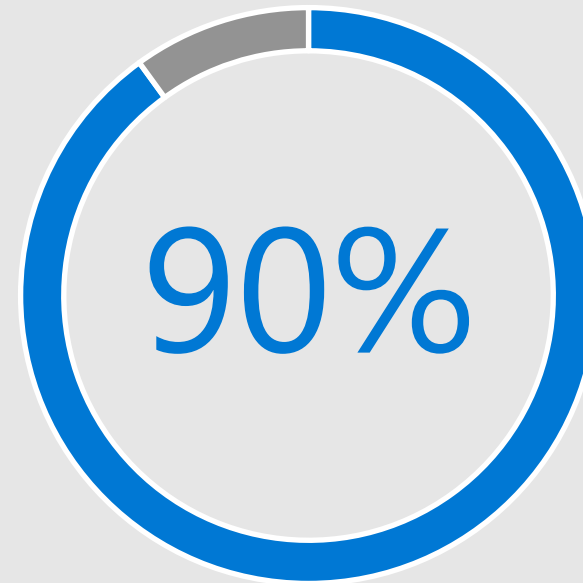
# Do you use open source?

# Everyone uses open source!

# Open Source

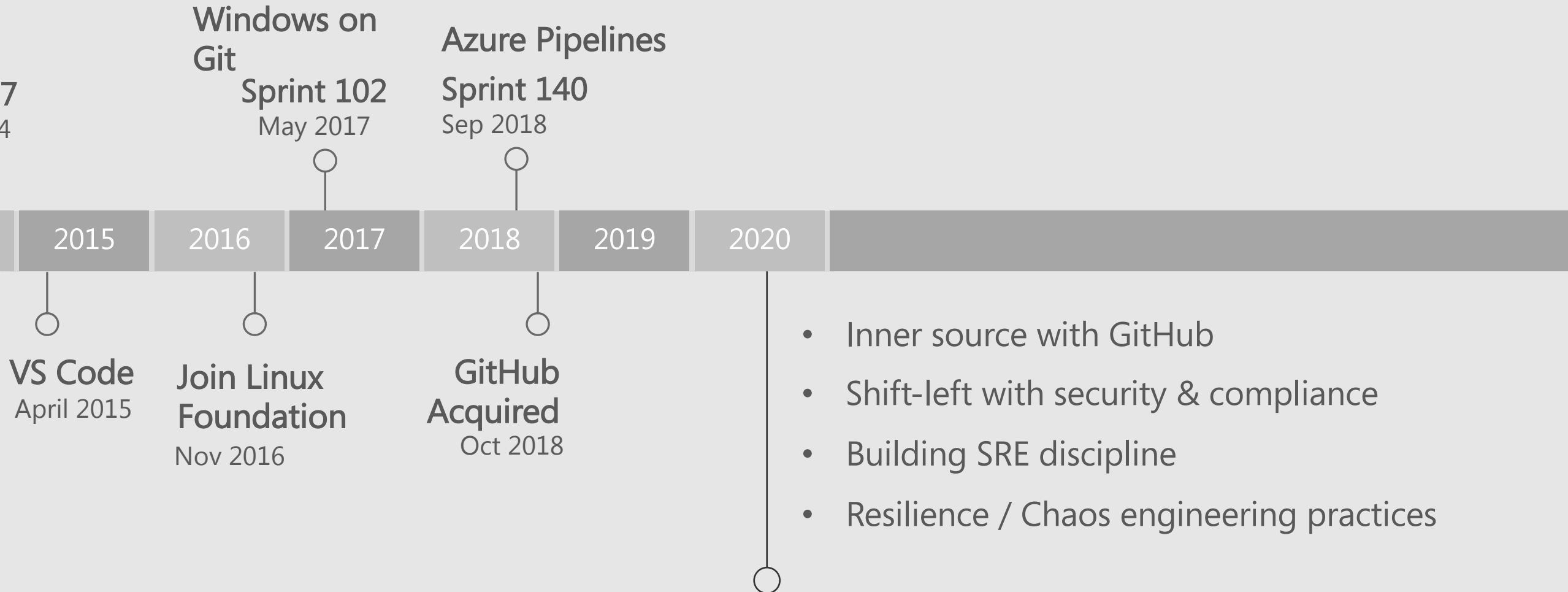


of applications leverage  
open source software.

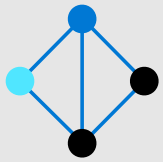


of new code bases are  
open source components.

# What's next?



# Built with a shared engineering team



Azure DevOps and GitHub share the same leadership



Bringing the requirements and insights of Azure DevOps customers to GitHub



Standardized tooling for 100k engineers at Microsoft



# GitHub Advanced Security

## Securing the software supply chain



### Securing the usage of open source

Vulnerability Dependency Insights and automated security fixes with Dependabot



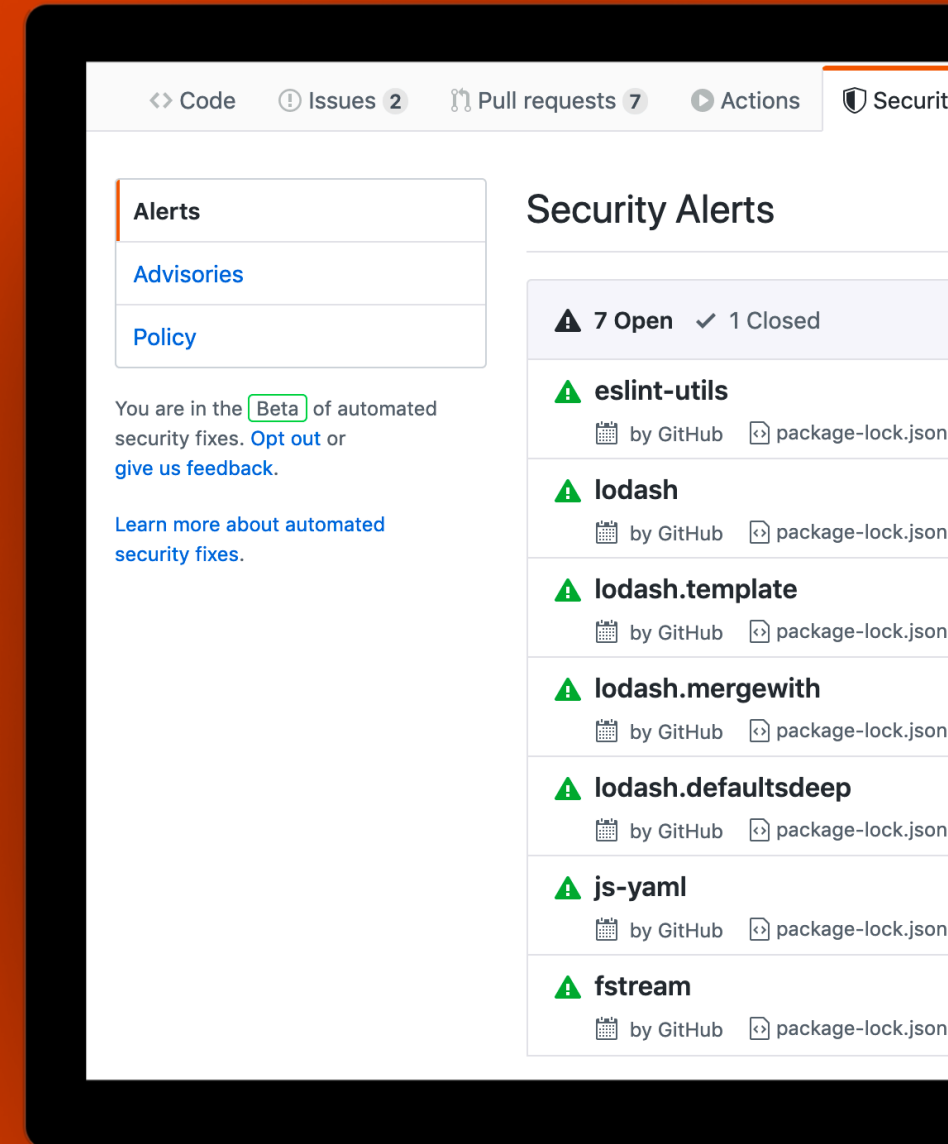
### Pattern based security analysis

Always on security analysis with GitHub advanced security scanning both open source repositories and enterprise code



### Global community for security

Integrated into the National Vulnerability Database, MITRE, and WhiteSource for up-to-date security information





# Inner source with GitHub

Enabling open source culture and best practices inside your organization



## Increased collaboration

Encourage teams to collaborate within your organization using the same processes and practices as open source communities



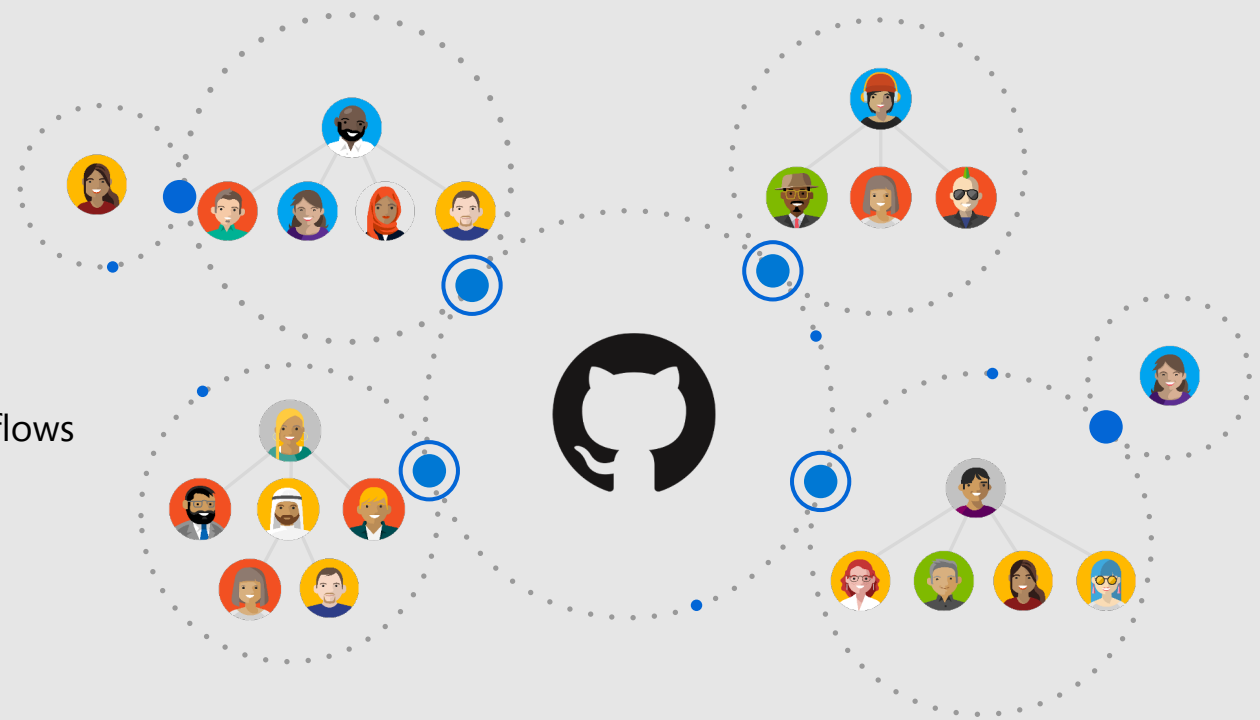
## Breaking silos

Simplified collaboration across teams, sharing of knowledge, improved code reuse, and secured workflows



## Higher developer satisfaction

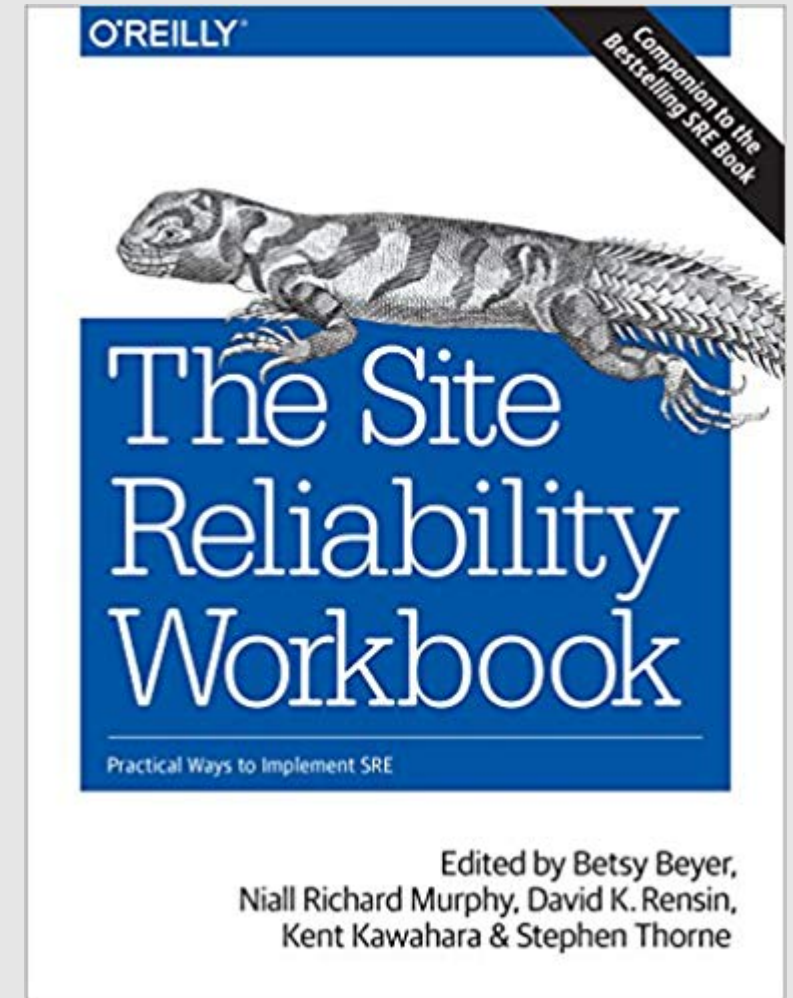
Leveraging inner source and open source practices increases developers' satisfaction, enabling them to work on interest projects and increase their skills





# Resilience Engineering

- Design with failure in mind
- Circuit breakers
- Self healing systems
- Safely introducing faults to test resilience



- Goal: chaos engineering by default across Azure services

A journey of a thousand miles  
begins with a single sprint

# DevOps is NOT magic!



# Thank You!

@DivineOps